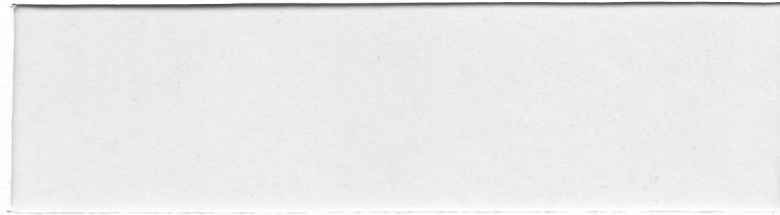


Keeney's



OPERATION AND SERVICE MANUAL

J. H. KEENEY & CO., INC.

2600 WEST 50th STREET

CHICAGO 32, ILLINOIS

SWEET
SHAWNEE

SWEET SHAWNEE

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SWEET SHAWNEE

GENERAL DESCRIPTION

SWEET SHAWNEE IS A SEVEN-COIN, SINGLE-PLAYER DESIGNED FOR 5¢
PLAY UTILIZING NICKELS, DIMES AND/OR QUARTERS.

SPECIFICATIONS

HEIGHT.....59" O.A. WITH LEGS
WIDTH.....30"
DEPTH.....18" O.A.
WEIGHT.....(UNCRATED).....155 LBS.
OPERATING VOLTAGE.....105-125 V. - 60 CY. A.C.
OPERATING CURRENT.....(MAX.).....2.0 AMPS.
OPERATING CURRENT.....(IDLE).....0.6 AMPS.
CREDIT UNIT MAX. LIMIT.....1999
COIN CHUTE.....5¢, 10¢, 25¢
SHIPPING WEIGHT.....170 LBS.

SWEET SHANNEE

SECTION I INSTALLATION

1.1 SETTING UP

After removing game from carton, attach four legs and leg adjusters to bottom of cabinet and level cabinet. Before inserting line cord, make certain all cable connectors are mating properly.

Insert line plug into 115 V. A.C. (Nominal) outlet.

1.2 UNLIMITED COIN PLAY

Put adjustment plug into top position of adjustment socket. Insert any number of coins into coin slot on front of cabinet. Credit unit will advance an equal amount. To start game, depress button on front shelf, then depress start handle. Game will score as indicated on glass in event of a winner. Winning combination will advance credit unit behind front glass. As each game is played off, credit unit will subtract one point from score.

1.3 ONE COIN LIMIT

Put adjustment plug into bottom position of adjustment socket. Game will now accept only one coin to advance credit unit. When credit unit is above zero position, game will not accept coins.

1.4 COIN CREDIT ADJUSTMENTS

Plug in top position (coin) will advance multiple unit required amount depending on denomination of coin played. Plug in bottom position (credit) will advance credit unit required amount depending on denomination of coin used.

SWEET SHAWNEE

SECTION II OPERATION

2.1 VOLTAGES

All relay coils, stepup coils and flasher unit coils operate on 50 volts, A.C.

Flasher unit lamps are operated on 6 volts, A. C.

All motors are operated on 50 volts, A. C.

2.2 COIN MECHANISM

The coin mechanism in this game will only accept coins as indicated on the backglass. A lockout coil is incorporated in the assembly to make the mechanism return coins in the event the current is shut off, (see paragraph 2-8). To assure trouble free operation of this unit, it should be cleaned periodically as coins handled by moist hands sometimes leave a residue and tends to build up in the mechanism.

2.3 FLASHER UNITS

The flasher units control and operate the symbol, flash and positioning. The on time for each flasher unit is determined by the length of time the sequence unit is allowed to make one complete cycle.

The coils on the flasher units are energized through contacts on sequence unit.

SWEET SHAWNEE

SECTION II OPERATION

2.4 VARIATOR

The variator unit controls "on" time of the sequence unit. This provides a mixing action. This unit is a continuous duty motor which is on as long as the game is operating or credit unit is above zero.

2.5 COMMUTATOR

The commutator unit causes the credit unit to advance proper number of points, should a winning combination appear. The advance coil on the commutator unit is energized through contacts on the "commutator advance relay." The correct amount of advances of the commutator is controlled by a series of contacts on the "left", "center" and "right" flasher discs. These contacts feed contacts on the commutator disc in proportionate steps according to winning combination value. The commutator is controlled by the commutator advance relay. The pulsing of the "commutator advance relay" is controlled by contacts on the "impulse" disc.

SECTION II
OPERATION2.6 CREDIT UNIT

The credit unit provides a means of visually totalizing score and also subtracting credits as game is played off. It also advances credits as coins are deposited. The advance coil is energized through contacts on the score advance relay and through contacts on the coin relay whenever the coin motor is cycled. The score advance relay coil is energized through contacts on the win relay and impulse disc contacts.

2.7 ADJUSTMENTS - SELECTOR SWITCH

Adjust this switch to desired condition as indicated on card attached to rear door or refer to schematic diagram.

2.8 ADJUSTMENTS - COIN

This is a plug and socket type of adjustment located on the front panel.

The game is shipped with the plug in the unlimited coin position. To meet certain requirements the plug may be put in the one coin limit position. The coin lockout coil is de-energized whenever any one of the credit (score) units are above zero.

2.9 MULTIPLE UNIT

The multiple unit enables a player to increase his score by selecting the multiple he desires. The score on the credit unit will subtract one credit each time the multiple unit is advanced. The multiple unit is advanced through contacts on the multiple relay.

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SECTION III MAINTENANCE

3.1 MAINTENANCE AND LUBRICATION INSTRUCTIONS

Like any other piece of equipment, this machine requires maintenance and periodic lubrication. By following the instructions listed below, operating troubles will be greatly minimized.

1. A periodic check of the entire machine for any parts which may require slight adjustments.
2. A periodic check of female sockets by crimping slightly with fingers to insure a positive contact with male portion of same socket.
3. All relay and switch stacks may occasionally require tightening.
4. After tightening relay and switch stacks, all relay and switch contacts should be reinspected for proper contact and gap.

A minimum of 1/32 inch follow through is required for proper relay and switch contact operation. If necessary to clean relay and switch contacts, a burnishing tool or crocus cloth may be used. Under no circumstances use a file of any type to clean contacts.

5. Fuse clips may occasionally be tightened to insure proper fuse contact.

NOTE:

Clutch spring tension adjustments should be made only after clutch leather washers are lubricated as per instructions under (Lubrication).

3.2 LUBRICATION

CAUTION

Over lubrication is sometimes more harmful than too little lubrication. All lubricants should be used sparingly for proper operation. Never under any circumstances use vaseline as a lubricant.

3.3 LUBRICATION INSTRUCTION

1. All contact discs should be cleaned periodically with a suitable solvent, (carbon tetrachloride is considered excellent for this purpose).
After contact discs are cleaned of all residue, a very light film of coin machine grease should be applied to contact disc.
2. Shafts and levers of stepup units and all other levers and linkages should be sparingly lubricated with an oil of the three-in-one type.
3. Ratchets of stepup units should be lubricated slightly with coin machine grease.
4. Leather washers on units utilizing slip clutches should be soaked in neatsfoot oil as a lubricant.
5. All linkages should be lubricated with oil.

CAUTION

Never lubricate a plunger or a solenoid. A periodic disassembly of solenoid and plunger, after which both units should be wiped clean, is all that is required.

6. Contact wipers on stepup units and all other units utilizing wiper fingers should be occasionally checked for finger tension. The proper amount of tension can be noted if the disc is moved away from the wiper. This wiper should follow the disc for approximately 1/32 inch before the wiper leaves the disc. On slightly warped discs, tension of fingers may be slightly increased. Discs that are extremely warped should be replaced.

NOTE

Too much wiper tension will cause a unit to operate very sluggishly and fail to reset properly.

Too light tension will cause intermittent failure of some portion of circuit which it operates.

7. Units utilizing a slip clutch should be checked for clutch spring tension occasionally.
 - (A) A clutch spring tension that is too tight will cause a strain on the motor which will eventually become weak and cause failures.
 - (B) A clutch spring that is too loose will not allow fingers to rotate due to extreme slippage and will not function properly.

SWEET SHAWNEE

SECTION IV REPLACEMENT PARTS LIST

WHEN ORDERING REPLACEMENT PARTS ALWAYS MENTION THE TYPE OF GAME,
THE SERIAL NUMBER, DESCRIPTION OF DEFECTIVE PART AND PART NUMBER.

<u>ITEM</u>	<u>DESCRIPTION</u>	<u>PART NUMBER</u>
RIGHT FLASHER SOLENOID	44 OHM	1326-B4-50
SEQUENCE SOLENOID	44 OHM	1326-B4-50
CENTER FLASHER SOLENOID	44 OHM	1326-B4-50
LEFT FLASHER SOLENOID	44 OHM	1326-B4-50
FRACTION SOLENOID	44 OHM	1326-B4-50
IMPULSE SOLENOID	44 OHM	1326-B4-50
COMMUTATOR S.U. COIL	6 OHM	1326-B4-52
COMMUTATOR RESET COIL	6 OHM	1326-B4-47
MULTIPLE S. U. COIL	10 OHM	1326-B4-3
MULTIPLE RESET COIL	15 OHM	1326-B4-2

FUSES

115 V. CIRCUIT	7 1/2 AMP.	118-K-110
50 V. CIRCUIT	10 AMP.	118-K-106
6 V. CIRCUIT	10 AMP.	118-K-106

LAMPS

DISPLAY	#51
FLASHER	#44

METERS

A 50 V.	5 DIGIT	E-2674-ND
B 50 V.	5 DIGIT	E-2674-ND

SWEET SHAWNEE

SECTION IV - CONT'D.
REPLACEMENT PARTS LIST

<u>ITEM</u>	<u>DESCRIPTION</u>	<u>PART NUMBER</u>
<u>MOTORS</u>		
SEQUENCE & IMPULSE	17 RPM. 50 V.	E-2888-A
FRACTION & LEFT	17 RPM. 50 V.	E-2888-A
CENTER & RIGHT	17 RPM. 50 V.	E-2888-A
VARIATOR	4 RPM. 50 V.	E-2749-A
COIN	36 RPM. 50 V.	E-2719-A
<u>COIN MECHANISM</u>		
5¢, 10¢, 25¢ COMBINATION		CU-1006-A
<u>TRANSFORMER</u>		
POWER	PRI. 115 V.	
	SEC. #1 - 50 V.	TR-1002
	SEC. #2 - 6 V.	

SWEET SHAWNEE

SECTION IV - CONT'D.
REPLACEMENT PARTS LIST

<u>RELAYS</u>	<u>PART NO.</u>	<u>DESCRIPTION</u>	<u>COIL PART NO.</u>
SCORE RESET	E-2427-A	80 OHM	1326-B3-15
COMMUTATOR RESET	E-2520-A	80 OHM	1326-B3-15
SCORE ADVANCE	E-2410-A	80 OHM	1326-B3-15
COMMUTATOR ADVANCE	E-2543-A	80 OHM	1326-B3-15
COIN	E-2445-A	80 OHM	1326-B3-15
MULTIPLE	E-2628-A	80 OHM	1326-B3-15
CUTOFF	E-2411-A	80 OHM	1326-B3-15
INITIAL COIN	E-2900-A	80 OHM	1326-B3-15
MOTOR	E-2437-A	80 OHM	1326-B3-15
LEFT RED #1	E-2754-A	100 OHM	1326-B3-16
LEFT RED #2	E-2754-A	100 OHM	1326-B3-16
CENTER RED #1	E-2754-A	100 OHM	1326-B3-16
CENTER RED #2	E-2754-A	100 OHM	1326-B3-16
RIGHT RED #1	E-2754-A	100 OHM	1326-B3-16
RIGHT RED #2	E-2881-A	100 OHM	1326-B3-16
WIN	E-2559-A	100 OHM	1326-B3-16
MASTER	E-2810-A	100 OHM	1326-B3-16
GAME	E-2627-A	100 OHM	1326-B3-16
10¢	E-2601-A	80 OHM	1326-B3-15
25¢	E-2601-A	80 OHM	1326-B3-15
TILT	E-2899-MD	80 OHM SETUP 80 OHM TRIP	1326-B3-15 1326-B3-19